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SEGA
GENESIS
PLAY IT AGAIN!



STREETS OF RAGE 2

INSTRUCTION MANUAL

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Epilepsy Warning

READ BEFORE PLAYING YOUR MEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or light patterns on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of past seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, blurred vision, eyes muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—STOP IMMEDIATELY, discontinue use and consult your physician before resuming play.

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**For game play help, call
1-415-896-PLAY**

This Time It's Personal!

One year has passed since the peace officers Adam Hunter, Axel Stone and Blaze Fielding broke the Syndicate's hold and destroyed its leader, the system-cow "Mr. X." Peace has returned to the streets: people are moving back into the once-vacant neighborhoods, and the city has returned to prosperity.

On the anniversary of the Syndicate's destruction, Adam, Axel and Blaze meet at their favorite nightclub to commemorate the occasion and catch up on the latest news. Both Adam and Blaze have moved out of the city: Axel is working as a bodyguard, and Blaze is teaching dance. Adam has rejoined the police force, and has moved into a small house on the edge of the city with his kid brother. The three celebrate until late in the night, and make plans to meet at the same place next year.



As he plans to check out his kid brother's new digs, you receive a frantic phone call from Eddie "Glitch" Horns. He's been moved home from school to find the house a total ruin. He'd called the police department, but nobody there had seen or heard from his brother since early that morning.

Both Axel and Blaze rush to Adam's home. Windows had been shattered and furniture smashed. Glitch on the remains of the splintered front door is a photo: Adam in chains, lying at the feet of the man they recognize only too well.

Adam's disappearance marks the beginning of the nightmare. Criminal elements swarm out to reclaim the streets. Gangs roam the parks, and knife-wielding bikers make the roads deadly to travel at night. Beatings and kidnappings take place regularly, and on broad daylight. Chaos reigns in the city far worse than ever before!

Axel and Blaze try to contact their old friends at the party, but ones who once provided backup with heavy artillery. But everyone they know has either been fired or transferred elsewhere. This time the Syndicate is in complete control, and the two ex-cops are on their own!

Assisted by Adam's brother Steve and Axel's friend Max, Axel and Blaze set out to rescue Adam and destroy Mr. X once and for all. Standing in their way is the most vicious collection of goons and hooligans ever assembled. Add to that a force of professional fighters specially groomed to take them out of the picture!



As one of the four young vigilantes — or together with a friend — you'll battle with your fists and feet, and attack with whatever weapon you come across. Once more, you walk the Streets of Rage!

Starting Up

1. Set up the Genesis System and plug in Control Pad 1. For 2-Player games, plug in Control Pad 2 as well.
2. Make sure the power switch is off. Place the Sega of Age 2 cartridge into the cartridge slot and press it down firmly.
3. Turn the power switch on. The Sega screen will appear, followed in a few moments by the Title screen.
4. Press the Start button to begin your quest battles!



Important

- If you don't see the Sega screen, turn the power switch off. Check your Genesis setup, make sure the cartridge is firmly in the console, and then turn the power switch on again.
- Always turn the power switch off when you're inserting or removing the cartridge.

Take Control!



Start Button

- Starts the game.
- Pauses the game or resumes a game that's paused.

D-Button:

- Makes selections on the Options and menu screens.
- RIGHT or LEFT moves your fighter in those directions.
- UP moves your fighter toward the rear of the scene.
- DOWN moves your fighter toward the front of the scene.
- Works with Buttons A, B and C for certain attack moves (see pages 14-17).

Button A

- Initiates a Special Attack.

Button B

- Attacks.
- Picks up items and weapons.
- Returns to the Game Select screen from the Dual Player Select screen (see page 10).

Button C

- Jumps.
- Makes choices on the Game Over/Continue screen (see page 20).

Getting Started

After the Sega logo, you'll see the game introduction followed by the Title screen and a short game demo. Press **Start** to return to the Title screen and then press **Start** again to bring up the Game Select screen. From here you can choose a 1 Player or 2 Player game, take on a special mini-boss, or go to the Options screen. To choose, press the **D-Button UP** or **DOWN** to move the marker to the selection you want, and then press **Start** or **Button C**.

Note: You can choose "2 Players" or "Dual" only when Control Pad 2 is plugged in.



Options

Press the **D-Button UP** or **DOWN** to highlight an option. Then press **LEFT** or **RIGHT** (or press **Button B** or **C**) to cycle through the choices.



Level

Choose an Easy, Normal, Hard or Hardest skill level.

Fighters

Choose from 1 to 8 fighters per game.

BGM, SE and Voice

Later in the game a background music, sound effects, voices and fighting sounds. Use the **D-Button** to cycle through the choices, and press **Button A** to return to each selection.

Exit

Highlight "Exit" and press **Button A, B** or **C** to leave the Options screen. (You can also end at any time by pressing **Start**.)

Note: If you don't change the settings on the Options screen, you'll play a Normal game with 3 fighters.

Player Select

On this screen you can choose the fighter you'll take into battle. Each fighter is rated in five categories: Power, Technique, Speed, Jump and Stamina. The more stars beside a category, the stronger the fighter is in that attribute.



Use your **D-Button** to move the flashing box to the fighter you want. Player 1 moves the box with "1P" in the lower-left corner, and Player 2 moves the box with "2P" in the lower-right corner. (Players 1 and 2 cannot select the same fighter.)

Press **Start** or **Button C** to begin the game. On 2 Player games, both players must press a button to begin.

The Duel

You and a friend can hone your fighting skills by practicing on the most challenging opponents of all — each other! Choose your fighters and one of the game backgrounds, and have at it!

Choose "Duel" from the Game Select screen and press **Start** or **Button C** to bring up the Player Select screen. Each player chooses a fighter by using the **D-Button** to place the letters "1P" and "2P" over a fighter



and then pressing **Start** or **Button C**. In the duel, both players can select the same fighter (for example, King vs. King). The two fighters will appear in different colored clothes.

The word "Stage" appears in the space above the fighters' categories. Player 1 selects the sound the fighters will battle in. Cycle through the numbers by pressing the **D-Button LEFT** or **RIGHT**, and then pressing **Start** or **Button C**.

Next, choose whether or not your fighters can use their Special Attacks. The word "Special" replaces the sound number. Player 1 uses the **D-Button** to turn the Special Attacks on or off, and presses **Start** or **Button C** to begin the battle.



At the beginning of the duel, Player 1 is on the left side of the screen, and Player 2 is on the right. The kinds of weapons available in the round you chose will be lying on the ground for either fighter to pick up and use. You can also knock a weapon from your opponent's hand and pick it up. Certain other characters might try to make things a little more interesting for you, but you won't be able to attack them.

You have 10 seconds (game time) to knock out your opponent. If you run out of time, the fighter with the most energy remaining on his or her life gauge will win. If both fighters fall at the same time, or time runs out while both fighters have the same amount of energy on their life gauges, the duel will be declared a draw.

Each time a fighter scores a victory, a star appears under his or her Life gauge. The contest ends when one fighter scores two victories. The Player Select screen then returns for you to select new fighters and a new round (or the same fighters and round).

Press **Button B** to quit the match and return to the Game Select screen.

2 Player Games

Select "2 Player" from the Game Select screen, and you and a friend can take on the Synchro's legion of rascals together. Naturally, you'll be competing for the highest score, but you'll get further if you work together. Try not to attack each other, or you'll suffer damage from your own side!

Joining a Game in Progress

A second player can join a battle in progress by plugging a Control Pad into Control Port 2 and pressing **Start**. The words "Select Player" will begin flashing in the upper right corner of the screen.



Player 2 can then select a fighter by pressing the **D-Button**, **LEFT** or **RIGHT** until the fighter appears, and then pressing **Start** or **Button A**, **B** or **C**. Player 2's fighter will drop into the fray from the right side of the screen.



Screen Signals

Use the information at the top of the screen to plan your fighting strategies and keep track of your progress.



Life Gauge

When a Life gauge runs out (either your or your enemy's), its screen falls and is defeated. Enemy Life gauges vary in length. A star above a player's Life gauge shows an enemy with twice the stamina of the average character. When the player gauge runs out, it is replaced with a yellow one. If an enemy's Life gauge is colored with two stars beneath it, he will have three times the stamina of a normal enemy.

Time Remaining

You have 99 seconds (game time) to defeat all the criminal elements that attack you in each section. When you clear a section, either the score changes or a "Go" arrow appears, and the clock restarts. If you lose a fighter in battle, the clock will also start over. If you don't clear a certain area before the timer reaches 00, the words "Time Over" appear and you lose a fighter. Your fighter receives a full Life gauge at the beginning of each new stage.

Items

As you fight the Syndicate's evil legions, you'll come across items that can help you through battle. These items are hidden inside various containers (garbage cans, furniture, crates and boxes, oil drums, roadblocks, alien eggs, piles of sandbags — even inside enemies). Attack a container to destroy it, then pick up the items by moving over it and pressing **Button B**.



Apples restore a lot of energy to your fighter's Life gauge.

Roast Chicken completely fills your fighter's Life gauge!



1 Life give you an extra fighter.

Cash Bags add 1000 points to your score.



Gold Bars give you a 5000-point bonus!

Weapons

You'll find weapons in the same containers as the items, lying on the ground, or in the hands of an enemy. A quick assault will leave your enemy to drop his or her weapon. You can then pick it up by moving your fighter over it and pressing **Button B**. Press **Button B** to see the weapon, or press **Buttons B** and **C** together to throw it (this takes some practice).



A battle disc, disc and ventilates things in close range. It's a handy long-range weapon as well!

One strike from a lead pipe drops you in three tanks!



A katana (Japanese sword) really improves your tank!

The hand is a melee weapon that works as well as a knife!



Bombs are usually thrown in a lot by your enemies. Pick a bomb up before it detonates and throw it back. But if you aren't quick, it will explode in your hand!

Weapons can be knocked out of your hands if you're not careful. You can also drop them when you grab an enemy for a close assault. After you drop a weapon two or three times, it disappears. You lose the weapon you're carrying when you pressed to the next scene.

Attack Moves

REGULAR ATTACK: Press Button B.

Asuf:	Jab
Blaze:	Jab
Man:	Chop
Skate:	Jab

FURY: Press Button B repeatedly.

Each fighter has a cycle of four to five regular attack moves. If you continue pressing **Button B**, the cycle will continue until your enemy drops.

Asuf:	Two jabs, one straight, a middle kick and a high kick.
Blaze:	Two jabs, an elbow smash and a high kick.
Man:	Two left chops, a right punch and a hammer punch.
Skate:	Two left jabs, a feet kick and a roller kick with a back flip.

SINGLE ATTACK: Press and hold Button B, then release.

Asuf:	High kick.
Blaze:	High kick.
Man:	Hammer punch.
Skate:	Roller kick.

FLYZE: Press D-Button twice in the same direction + Button B.

Asuf:	Ground uppercut
Blaze:	Vertical slash
Man:	Power slide
Skate:	Super Dash/dynamic head butt

REAR ATTACK: Press Buttons B + Button C at the same time.

Be sure your fighter is not holding a weapon while attempting this move, or the weapon will be thrown.

Asuf:	Backhand punch
Blaze:	MP foot sweep
Man:	Side kick
Skate:	Backflip kick

Jumps

JUMP ATTACK: Press Button C + Button B.

Asuf:	Vertical kick.
Blaze:	Rounded house kick.
Man:	Super hammer punch.
Skate:	Double back kick.

JUMP KICK Press **D-Button LEFT** or **RIGHT**
+ **Button C** + **Button B**

Press the **D-Button** in the direction you want your fighter to attack.

Asst: Side kick
Blaz: Side kick
Mia: Drop kick
Skate: Side kick

DROP ATTACK Press **Button C** + **D-Button**
DOWN + **Button B**

Asst: Knee press
Blaz: Flying chop
Mia: Elbow drop
Skate: Roller press

Holding an Opponent

If you move your fighter close enough to an opponent, he or she will grab that opponent by the shoulders. Weak, water-heavy damage with the following moves.

POWER BLOW Wait for a second, then press
Button B

Asst: Head butt
Blaz: Throw
Skate: Head butt

FLURRY 1: Press **Button B** repeatedly

Each fighter has a cycle of two to three attack moves. If you continue pressing **Button B**, the cycle will continue until your enemy drops.

Asst: Knee kick followed by a head butt
Blaz: Knee-kick followed by a throw
Mia: Bear-punch
Skate: Two head-butts followed by an elbow smash

FLURRY 2: Press **D-Button TOWARD** opponent
+ press **Button B** repeatedly

Asst: Four knee kicks
Blaz: Two knee kicks and an elbow smash
Skate: Two knee kicks followed by a head butt

BODY THROW Press **D-Button AWAY FROM**
opponent + press **Button B**

Asst: Back throw
Blaz: Back sacrifice throw
Mia: Bear hugger
Skate: Roller opponent

INFER BLAM! Press **Button C** + **Button B**.

Use **Button C** to vault over your opponent for as Max's case, to jump, then use **Button B** to make your enemy lose awareness!

Asaf: Body slam.

Blaze: Back drop.

Max: Thunder body slam. Max is too heavy to vault over an opponent. Find another way to get him behind an enemy for these attacks. German Supply: press **Button B** a back-breaking Atomic Drop, press **Button B** and then **Button C**.

Skate: Neck throw. Get Skate behind an enemy and press **Button B** for a head-pounding thugrate.

Special Attacks

You can use Special Attacks as often as you want. However, each Special Attack drains your fighter's Life gauge. A stationary Special Attack only drains the Life gauge if your fighter makes contact with an enemy. A directed Special Attack drains your fighter's Life gauge every time you use it. If your Life gauge gets too low, you won't be able to use the Special Attacks.

STATIONARY ATTACK **Button A**.

Asaf: Dragon wing.

Blaze: Embuoyoku.

Max: Knuckle bomb.

Skate: Double spin lock.

DIRECTED ATTACK **Button B** + **Button A**.

Asaf: Dragon smash.

Blaze: Kitaraku.

Max: Thunder tackle.

Skate: Confucius lock.

Battlegrounds

Stage 1: Downtown

Start your search where kelle-wirking, punky rule the streets. Tied them into a trendy downtown gin and clean house! In a back alley behind the bar, you'll meet Asafon, a bartender who lifts barrels with his bottles — and isn't happy about you taking his clientele.



Stage 2: Bridge Construction



Instead of the bridge, an airborne attack threatens to ruin your day!

Stage 2: Amusement Park

Let the local citizens know that the party's over as you stroll through the park grounds. Score a few hits in a local arcade and enter the Pirates attraction, where



Mad-welding crazy types make for a rough ride! Try out the Atom House, where the props explode and real danger lurks in the fake fog. You might even have to brace on the attraction itself!

Stage 4: Stadium



In the diamond, you'll meet Big Ben, a flea-bitten fan who looks like he's had one too many chili dogs. Clean his clock, and watch that fiery breath! A secret elevator takes you to

an underground arena where the winner takes all!

Stage 5: Shop

Check out the mega-bucks for valuations and gambles, and take on Raving, a vicious korbosian! Break the upper deck with a couple of underhanded hits on the lookout for some really bad news.



Stage 6: Jungle



There's no time to stop and enjoy the scenery. You'll be too busy with Korbosian kidnapping hooligans! Knock through snarlings and grab items while you can. You'll need all the

weapons you can get for the battle ahead!

Stage 7: Mountains Peak

Take on waves of attackers on moving conveyor belts. Then grab a cargo elevator up to the roof, where you'll take on two very solid foes!



Stage 8: Syndicate Stronghold

You're on your own here. Mr. X has been expecting you, and he has some surprises in store.

Know the Score

You receive points for each symbolic attack that you put away. The point value of each thing depends on how or how strongly the really tough guys who try to prevent you into pass at the end of each stage are hurt (with extra points). Pick up an impressive score and defeat a city fighter while you pull the city back from the clutches of evil!

You also collect bonus points as you clear each stage. The more difficult your game's skill level is, the higher the bonus.

Clear bonus:	500 points
Time bonus:	1000 points for every second remaining on the timer
Level bonus:	Easy — 5000 points Normal — 10,000 points Hard — 20,000 points Hardest — 30,000 points

You can also pick up extra fighters by scoring high points.

1 & P	First — 20,000 points
	Second — 10,000 points
	Third — 100,000 points
	Next — every 100,000 points



Game Over/Continue

When you run out of fighters, the game ends. In the upper part of the screen (upper left corner for Player 1, upper right corner for Player 2), the words "Game Over" will appear.



If you achieve a high score, you'll have a chance to enter your initials. Cycle through the letters by pressing

the **D-Button LEFT** or **RIGHT**, and press **Button C** to enter your choice and go on to the next letter. You'll have three spaces to enter initials. When you fill all three spaces, the letters "EOP" will appear.

Next, press **Button C**. If you have Continues remaining, you can choose to continue the game from your present stage. Use the **D-Button** to select "Continue" or "Game Over" and press **Button C**.

When you select "Continue," the words "Select Character" appear and you can choose a fighter for the next round. Use the **D-Button** to cycle through the fighters and press **Button C** to choose. When you continue, your score is reset to zero.

You have two Continues per game. If you run out of Continues, the words "Game Over" appear and the game ends.

High Score Screen

If you end the game with your score in the top 10, you can enter your initials on the High Score screen. The Name Entry screen appears on the Information Window of the game screen (top left corner for Player 1, top right corner for Player 2).

Some Extra Advice

- **Check items at close as you can to collect additional points and status before the end of each scene.**
- **Stay away from the sides of the screen. Expenses tend to bank there, where you can't see their moves. Lose your opponents out where you can see them.**
- **Go for the bug with the weapon first — to avoid do the most damage, especially when your back is turned!**
- **Some fighters are better with certain weapons than others. Experiment! If your fighter is not good with a certain weapon, ignore it, or throw it out of your opponent's reach.**
- **If you're carrying a weapon you want to keep using, avoid standing over any other weapons lying about — instead of attacking, you'll wind up juggling weapons!**
- **Watch the shadows on the ground for advance warning of enemies slipping in on you!**

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- Don't bend it, crush it or get it wet. Don't leave it in direct sunlight or near a radiator or other heat source.
- Be sure to take an occasional break during extended play to rest yourself and the Sega Cartridge.

Warning to Owners of Projection TVs:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

Sega of America, Inc. warrants to the original purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by the limited warranty occurs during the 90-day warranty period, Sega will repair or replace the defective cartridge at no component part or no expense, less of charge. This limited warranty does not apply if the defect has been caused by negligence, accidents, unreasonable use, modifications, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, visit the Sega Consumer Service Department at the number:

1-800-541-8884.

DO NOT RETURN YOUR Sega GENESIS CARTRIDGE TO YOUR RETAILER, SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. Sega of America is unable to solve the problem by phone. If you wish to have the repair done, you will need to return the defective cartridge(s). The cost of returning the cartridge to Sega America Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. It is not warranted to enable us to solve the problem by phone. We will advise you of the estimated cost of repair. If you wish to have the repair done, you will need to return the defective cartridge(s). Freight prepaid and insured shipping fees (or damage to Sega America Center with an enclosed check or money order payable to Sega of America, Inc.) for the amount of the cost estimate provided is now by the customer. If other repairs, modifications that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations of Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for particular purpose, are hereby disclaimed to the extent they do not conflict with the express warranty. This disclaimer will be in full force to the extent that Sega of America, Inc., or its affiliates or representatives are not liable for damages resulting from the use of any system or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion or limitation of consequential damages. In the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.